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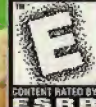
Quest 64



SOLD BY



EVERYONE



CONTENT RATED BY ESRB

NINTENDO 64



Instruction Booklet

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Quest 64



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Getting Started

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.

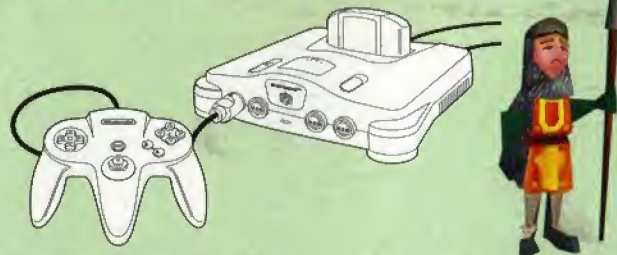


If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.



Warning: Never insert or remove a Game Pak when the power is on!

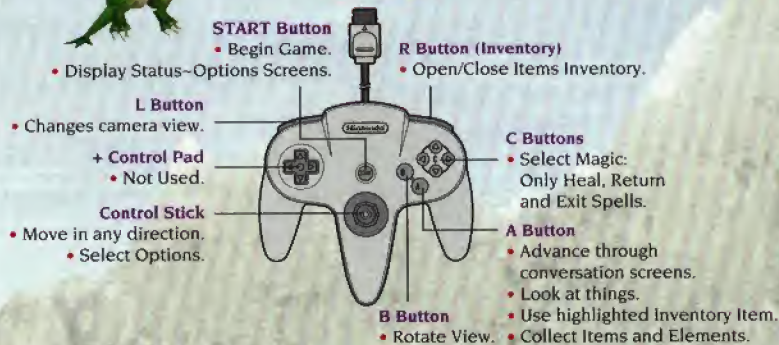
1. Make sure the power is OFF on your N64.
2. Insert the Quest 64 Game Pak into the slot on your N64.
3. Press firmly to lock the Game Pak into place.
4. Turn the power switch ON.
5. Watch the opening sequence to learn about the Island of Celtland and the crisis that is about to descend on this land.
6. At the Title Screen, press START when prompted.
7. At the Game Selection Screen, move the Controller Stick to select NEW and press START to begin Quest 64.

Note: If you want to save games, insert the N64 Controller Pak into the controller before starting play.

Controls



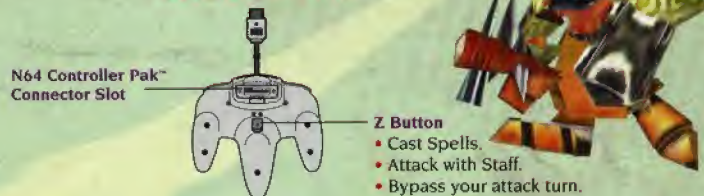
Traveling



In Battle



Back of Controller



The Spirit Tamer's Quest

Celtland is a beautiful island. From a time beyond memory, a spirit of harmony pulses through the land. The surrounding seas are calm and inviting and the flame of freedom burns strong among the people. This world is watched over by Spirit Tamers, magical guardians who hold a pact with the Spirits of Nature. Their powerful magic secrets are inscribed in Eletale's Book. Only those worthy of becoming Spirit Tamers themselves are allowed to read from this sacred volume. But now an evil being has stolen the book of the Spirit Tamers and is using it to cast deadly spells over the land. Strange beasts lurk in the countryside. Rumors of terrible happenings run through the towns. Citizens are edgy and fearful for the first time in a thousand years. Peace is shattered. Celtland is sinking into a dark age of chaos and misery.

You are Brian, an apprentice Spirit Tamer. Your father, Lord Bartholomy, himself a Spirit Tamer, vanishes while trying to recover the Book. You vow to find him and the book, restoring Celtland to its glory.

Begin your dangerous Quest through uncharted lands. Travel throughout the kingdoms of Kennishire, Highland and Carmagh. Search for clues and the powers you'll need to fulfill your Quest. Learn harmony with the spirits of Earth, Wind, Fire and Water. Declare war on the evil that grips your land. Battle supernatural beasts while solving mysterious puzzles. Rescue your father and return the book to worthy hands before all of Celtland descends into chaos!



Playing the Game

You begin the Quest at the Melrode Monastery where you live and study. Treacherous souls are on the loose, and you need all the help you can muster to fight them. Throughout the Quest, you learn what you should do next by speaking to friends, strangers, leaders and countrymen.

Your weapons are Magical Spells and a Staff for hand-to-hand combat. Your powers are at their weakest now, so you must learn to increase your strength by drawing on the power of the Spirits.

Evil is growing and beasts will attack you. Your wits sharpen, and your powers become monumental as you learn the art of summoning the forces of nature.

- Gain vital Elements through battle victories and searching. Collect enough Elements and your spell casting abilities become formidable.
- Travel throughout the island on foot or move magically from place to place.
- Sometimes, you must complete a task in order to gain valuable information or items.



CONVERSING

Discover important clues by talking to everyone you can ~ men, women, children and beings you come across in unlikely places. Many have information that is vital to your quest. Others will give you useful items to add to your inventory. Some characters will just want to make small talk, but it's worth your time to talk to everyone at least once. Consider returning to people you have learned things from in the past to update your information.

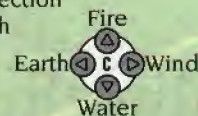
To converse with someone:

1. Get close to the person. When a dialog balloon appears, that person is ready to talk.
2. Press the A Button and the person will begin telling you what he, she or it knows. When a feather appears in a dialogue box, there's more to come. Continue pressing the A Button until the conversation is finished.



ELEMENTS

The Spirits of Earth, Fire, Water and Wind supply you with Elements that give you the power to cast magical Spells during battle. The more Elements you collect, the stronger your Spell casting abilities become. Elements can be hidden anywhere; be alert to find them. Special signs signal their presence. When you get close to a spirit, a "?" appears over your head. Press the A or Z Button and the Element Selection Menu appears. Press the C Buttons to choose which type of Element you will acquire. The numbers indicate how many of each Element type you already have.



Sometimes you gain Elements when you are victorious in battle. You may be awarded multiple Elements at one time. In this case, continue selecting Elements with the C Buttons until the Element Selection Menu closes. Your Element Display at the lower left corner of the screen shows the type and number of Elements in your possession. You can collect a maximum of 50 Elements per spirit.

Note: See "Magical Spells" and "Battle" to understand how the power of the Elements is put to work.

You can acquire useful Items such as food, mystical trinkets and powerful Magic Potions to carry on your Quest. Some items can revive you, be used in battle or instantly transport you to far-away places. Still other items will be vital later in special circumstances.

You begin the quest without supplies. Search for useful Items from the beginning of the journey. Many Items are in Chests that you can find anywhere in Celtland.

To acquire Items:

- Progress through your Quest. (Some Items, such as Dew, automatically become yours as you conquer enemies in battle.)
- Find Items in Chests and pick them up.
- Receive Items from people you talk to.

GETTING ITEMS FROM CHESTS

To pick up Items you find:

- Move close to a Chest. If something is inside, a "!" appears over your head.
- Press the A or Z Button. The Item appears over the Chest. Press the A or Z Button again and the Item becomes part of your Inventory.

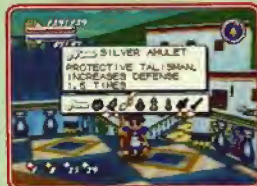


Sometimes you don't have to search for an Item. Instead, a person you talk to may just give you something. When someone says they have something for you, it will appear in your Inventory.

USING YOUR ITEMS INVENTORY

To open the Items Inventory and use Items:

- Press the R Button to open the Inventory.
- Move the Control Stick Left/Right to highlight Items. A feather points to each selected Item and a description of its uses is displayed.
- Press the A Button to use the selected Item. It will disappear from your Inventory.
- Press the R Button to close the Inventory.



IN TOWN

Towns, buildings and castles have many rooms and passages. These are all interesting - sometimes dangerous - places for you to search. Open and pass through doors by walking up to them. Roam through passages and rooms using the Control Stick. Search everywhere you can for people to talk with and Items that may be hidden in secret storerooms.



IN THE COUNTRYSIDE

Many things in the country are not clearly visible, so you need to be adventurous to find them. If you stay on the paths, you'll miss important things. Make off-road excursions and see what you can find. If you are lucky and resourceful, you may discover the power to instantly transport to other realms of Celtland.



Using Your Compass

The Compass shows you the direction of travel. It always appears in the upper right corner of the screen. The compass needle moves to show you in which direction you're traveling.





Magic Spells

11

As Brian, you are an apprentice practitioner of the ancient art of Spirit Taming. Your father, Lord Bartholomy, was in the process of passing his secrets on to you. But you still have much to learn.

In order to save Celtland, you must become a Master of the Magic Arts. But this will only happen through many trials and battles. You will use Magic by summoning the spirits of Earth, Fire, Water and Wind. Cast Spells to wage war and heal yourself. Your Spell-casting powers increase as you collect more Elements, use Magic, and win battles.

Some things to remember:

- Fighting spells can only be used in battle.
- You can cast Healing spells at any time.

SPELL TYPES

Each Spirit Element makes many Spells possible. You can send a whirling Cyclone careening into a crowd, hurl boulders thundering over a monster, roast it with a volcanic blast of flame, or shrink it to miniature size. As you advance in power, more powerful spells become available. Press the appropriate C Button several times to see if you have acquired additional Spells.



Some spells must be aimed by positioning yourself with the Control Stick to face your victim before you select and cast the spell. Other spells seek out the enemy or attack every monster in the battle.

Note: See "Attack! Cast a Lethal Spell!" to understand how to use Magic during combat.



Magic Spells ~ Fire

FIRE SPELLS (C Button Up)

Cast spells that engulf the enemy in an inferno, pierce it with flaming arrows, or turn it into a memory.

Fire Ball: Throw an intense blast of fire. Aim with the Control Stick before casting the spell.

Fire Bomb: Roll a searing near-molten boulder over your target.

Homing Arrow: Deadly arrows track down and spear the monster. Aim with the Control Stick before casting the spell.

Hot Steam: Cook 'em like lobsters.

Fire Pillar: Send a wall of flame up and over your enemy.

Extinction: Just like the dinosaurs ~ gone forever.

Compression: Shrink the monster and weaken its attack. The Reduced Attack Icon appears over the affected monster's head.

Power Staff: Increase the power of your Staff Attack. The Increased Attack Icon appears over Brian's head.

Vampire's Touch: Increase your own Hit Points every time you strike an enemy with the Staff. Shoot a large ball of flame at your enemy.



Magic Spells ~ Earth

EARTH SPELLS (C Button Left)

Draw from the Earth Spirit to unleash the powers of stone.

Rock: Hurl one big rock. Aim with the Control Stick before casting the spell.

Rolling Rock: Send a huge sharp rock rolling over multiple monsters. Raise the power level to deliver monstrous rocks.

Elemental Armor: Boulders fly in from everywhere.

Rock Shower: Rocks fly out from you like shrapnel.

Magnet Rock: Hurl a huge rock that's attracted to monsters.

Weakness: Weaken enemy defenses. The Reduced Defense Icon appears over the affected monster.

Weak All: Weaken multiple enemy defenses. The Reduced Defense Icon appears over the affected monsters.

Magic Barrier: Shield yourself from attack.

Avalanche: Become furious and increase your resistance to attack. The Increased Defense Icon appears over Brian's head.

Confusion: When an enemy attacks, the amount of Hit Points (damage points) are converted to Magic Points.



Magic Spells ~ Wind

WIND SPELLS (C Button Left)

Lash out with the power of a deadly storm.

Wind Cutter: A razor-sharp wind slices into your victim.

Large Cutter: A larger, more intense Wind Cutter.

Restriction: The beast is bound and powerless to attack.

Silence: The monster is stilled and unable to cast Spells. The Silence icon appears over an attacker's head.

Cyclone: The sky darkens and a miniature storm slams into an attacker. Aim carefully with the Control Stick before attacking.

Evade: Slow your enemy down. Get close to attacker before using this spell. The Reduced Movement Icon appears over the monster's head.

Slow Enemy: Increase your Agility so you can avoid attacks better. The Increased Agility Icon appears over Brian's head.

Ultimate Wind: A broad blast of air slams into all enemies.

Wind Bomb: An explosive blast spreads a shock wave in every direction.

Evade: Rapidly move in closer to monsters for the Staff attack. The Increased Movement Icon appears over Brian's head.



Magic Spells ~ Water

WATER SPELLS (C Button Down)

Water spells can sustain life and repair damage or inflict grave injury and icy devastation.

Soul Searcher: The soul searcher icon appears over the monster. You can view all enemies' statistics.

Water Pillar: Drown your victims in a devastating column of water. Move close to your target for maximum effect.

Walking Water: Same as the Water Pillar but it moves away from you. Aim with the Control Stick before casting the spell.

Ice Wall: Engulf attackers in a fog of deadly frozen water vapor.

Ice Knife: Huge sword-like icicles pierce downward into an adversary.

Drain Magic: This spell will drain the Magic Points from your opponent and transfer them to you.

Invalidity: Will negate a Freeze Spell.

Healing: Restore your Hit Points. This may be your most important Magic.

Escape: Run away from the attackers.

Exit: Takes you back to the beginning of an area.

Return: Takes you back to the beginning of the level you are currently on.



You will fight countless battles with fearsome creatures. Whoever is misusing the Magical Book is transforming normal creatures into monsters!

- Mere hares have been transformed into Werehares who cast deadly magic.
- Formerly elusive wolves prowl and attack in broad daylight.
- Toy puppets ambush in deadly trios.
- Docile frogs are now axe-wielding warriors.
- Even flowers have become gigantic, voracious predators.



WEAPONS

Your weapons are your Staff and Magic.

- Use the C Buttons to call in the spirits of Earth, Fire, Wind and Water. Certain Spells don't just destroy an enemy but weaken or paralyze him. Then you can move in for the kill. (See the earlier "Magic Spells" section for explanations of the various spells.)
- Use the A or Z Button to attack in close quarters with your Staff.

FORCE FIELD

When you are about to do battle, a Force Field surrounds Brian, restricting his movements. Various spells can change how confining the Force Field is. Another Force Field surrounds the Battle Field. If Brian is able to reach outside of the outer Force Field, he will be able to escape.

TURN-BASED COMBAT

You and the monsters take turns attacking and counter-attacking. Sometimes you will be attacked first; at other times the monsters will wait until you attack.

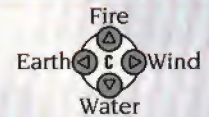


When confronted by monsters, your movements become limited to a small area by a Force Field. Turn and face your attackers! You must aim some attacks or they will miss your prey.



1. Move the Control Stick to aim Brian in the direction of the monster you want to attack
Note: Not all spells require you to aim.

2. Choose which Spirit you will summon to attack. Press the corresponding C Button to display the Battle Spell Menu for that Spirit Element.



3. The Battle Spell Menu now displays Magic for only one Element. Select a specific Spell from the Menu by pressing the corresponding C Button. The Spell you select will be displayed in the Active Spell Window at the top left of the screen.
4. Selecting one Spell reveals more spells on the Menu. You can replace the selected Spell with a new one by pressing the button corresponding to the new Spell.
Note: Spells that are grayed out cannot be used in battle.
5. Press the A Button to cast your Magic at the enemy.
Note: You can cancel a spell before you cast it by pressing the B Button. If you raised the level of the spell, you must press the B Button multiple times to close the Spell Menu.

CLOSE COMBAT & STAFF ATTACK

When you get close enough to a monster, a Fighting Staff appears over its head. It's time for close combat! Press the A or Z Button to strike the enemy with your Staff. Close combat raises your Hit Point(s) Value while conserving the Hit Point(s) you already have.

Note: See "Magic Points" for more information on its value.

Attack! ~ Cast a Lethal Spell

DEFEATING AN ENEMY

You must inflict a certain number of Hits against an enemy to defeat it. When an enemy is attacked, a number will display over its head showing damage in Hit Points. Sometimes a single devastating Spell will destroy a monster. Other times several attacks are needed to overwhelm a beast.



HEALING WOUNDS

When your Hit Points are dangerously low or you become exhausted from battle, you begin to sag and look winded. You are in danger. Quickly replenish your battle-depleted Hit Points with Healing Spells, food or potions.

To cast the Healing Spell:

1. Press the C Button Down (Water).
2. Press the C Button Left to select Healing. Press again to increase the healing power to level 2, if it's available.
3. Press the A or Z Button to heal yourself.

To use a Healing Item:

1. Press the R Button to open your Inventory.
2. Move the Control Stick Left/Right to search for an Item that repairs Hit Points.
3. Press the A Button to use the Item.

ESCAPE!

Sometimes the adversary is too mighty and you are too close to defend yourself. It's time to run!

You can escape in two different ways:

- Press the C Button Down (Water) and select the Escape Spell, if it's available.
- Press the A Button and attempt to run out of the Force Field. Run towards the edge of the Force Field. If you can move beyond it, you can escape.

Strength

Magic Point and Hit Point values are measurements of your magical power and ability to survive. The more Elements you collect, the stronger you are in combat. **Reminder:** You acquire Elements by discovering them during travel. You also receive Elements as a reward for battle victories.



HIT POINTS

Hit Point value is the ability to withstand attacks before being defeated. You begin the quest with a Hit Point value of 50. Battle injuries reduce your Hit Point value unless the attacks are too weak to cause damage or miss you entirely. Watch your Hit Point total in the upper left of the screen. When monsters attack, the damage to you in Hit Points is displayed over your head. If you see a "Miss" the attack had no effect. If attacks cost you all your Hit Points, you lose the battle and return to the last place you saved the game.

To increase your maximum Hit Point value:

- Use your Staff to strike and defeat monsters in close combat.

To replenish Hit Points lost during battle or travel:

- Cast a Healing Spell on yourself (C Button Down + C Button Left and Press the A Button, if available)
- Use Inventory Items that replenish Hit Points.

MAGIC POINTS

Magic Points give you the power to unleash Magic Spells. You begin the Quest with a Magic Point value of 15. Your Magic Point value increases as you gain more Spirit Elements and attack opponents with your magic. As the Magic Point value increases, you are able to, cast a larger amount of spells in combat.

Each Spell you cast reduces your Magic Point total. The more powerful the Spell, the more Magic Points that drain away. Level 3 Spells require more Magic Points than their Level 1 counterparts. If you run out of Magic Points, you cannot cast Spells.

To increase your Magic To replenish Magic Points lost in battle:

- **Maximum Point value:** Use inventory items that replenish Magic Points.
- Use Spells in combat.
- Walk around the map to slowly replenish Magic Points.

Strength



DEFENSE & AGILITY

Defense and Agility help you wage war against the monsters. As you engage in more Battles, your Defense and Agility values increase.

- Defense is the ability to take attacks without losing a lot of Hit Points. Your defense increases each time you are injured.
- Agility is the ability to move quickly in battle, avoiding enemy spells. Your agility increases each time you successfully avoid an attack.

You can view Defense and Agility values on the Status Screen. (See "Status and Option Screens.")

KNOW THE ENEMY

When the Soul Searcher spell is cast on an enemy, and they attack, an information window opens, revealing the type of beast and how powerful it is. Judge how tough your enemy is by reading its stats. They are measured in the same ways as yours.



- **HP:** Hit Point Value. You must reduce this to zero before the monster dies. When you attack, the damage you inflict in Hit Points flashes over a monster's head. When the total damage adds up to a monster's Hit Points, it's destroyed.
- **MP:** Magic Point value, showing how powerful the monster's Spells are.
- **DEF:** Defense value, or the monster's resistance to attacks.
- **AGI:** Agility value, or the monster's ability to avoid attacks quickly.

Note: Some monsters can heal themselves.



Battle Icons



Brian with increased AGI icon



Brian with increased DEF icon



Brian with increased MOV icon



Monster with Soul Searcher icon



Monster with Silence icon

During battle, Brian's skills may be either reduced or increased by certain Spells. Combat Icons appear over Brian or the enemy to show the effect of these Magic Spells. An Up arrow next to the Icon indicates the skill is increased. A Down arrow indicates the skill is reduced.

- **HP:** Hit Points. If this is displayed over Brian with an icon, your Hit Points are replenished every time you strike an enemy with your Staff.
- **AGI:** Agility. The ability to move quickly and evade spell attacks.
- **DEF:** Defense. The ability to take attacks without losing Hit Points.
- **MOV:** Movement. The ability to move freely on the battle field. Mov icons means the Force Field boundary around Brian enlarges, allowing a wider range of movement. You can now move in close to an enemy and strike with your Staff.
Note: See "Battle" for more information about Force Fields.
- **ATK:** Power of Staff Attack.
- **SOUL SEARCHER:** The soul searcher Icon appears over the monster. You can view all enemies' statistics.
- **SILENCE:** You've cast a Silence Spell and monster can't cast a spell.

Status & Option Screens

The Status Screen contains important details about your Magical powers. The Options Screen lets you adjust game options.

To display the Status or Option screen:

1. Press START.
2. Move the Control Stick Left/Right to select a screen.



STATUS

- HP:** Present Hit Points value.
MP: Present Magic Points value.
DEF: Present Defense value, or ability to withstand attacks.
AGI: Present Agility value, or ability to maneuver swiftly and avoid attacks.

ENVIRONMENT

Use this menu to adjust the game's background music and dialog box displays. Press the A Button to select an option.

Message

Controls the speed of text display in the dialog boxes.

To adjust:

1. Press the A Button to highlight MESSAGE.
2. Move the Control Stick Left/Right to adjust from minimum to maximum.
3. Press the A Button to exit.

BGM

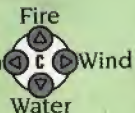
Controls the volume of the background music.

To adjust:

1. Press the A Button to highlight MESSAGE.
2. Move the Control Stick Down to highlight BGM.
3. Move the Control Stick Left/Right to adjust the volume from minimum to maximum.
4. Press the A Button to exit.

ELEMENTS

Displays each Element type, the number you currently have, the percentage shown displays the amount of experience you need in combat before you acquire another Element from Battle.



Save~Load Game

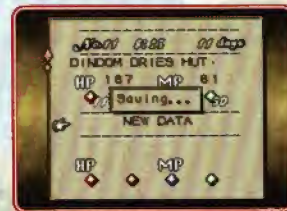
Note: To save a game, you must have the N64 Controller Pak® installed in your controller.

Warning: Never insert or remove a Controller Pak when the power is on!

Saving a game

Save your progress through Quest 64 by finding an Inn to rest at.

1. Walk up to the Innkeeper. When the dialog balloon appears over his head, press the A Button.
2. When he asks if you want to spend the night, a box will appear for you to respond.
3. Move the Control Stick Up/Down to select YES and press the A Button.
4. Press the A Button again to end the conversation and display the Save Game Screen.
5. Your progress through Quest 64, your Hit Points and Magic Points values are saved to your N64 Controller Pak.
6. You can store up to 15 saves on one Controller Pak for Quest 64.



Loading a saved Game

Note: To load a saved game, you must have the N64 Controller Pak® containing saved games installed in your controller.

Warning: Never insert or remove a Controller Pak when the power is on!

1. Press START at the Quest 64 Title Screen.
2. Move the Control Stick to select LOAD and press START.
3. Move the Control Stick Up/Down to select the saved game you want to load.



Quest 64 Notes

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Quest 64

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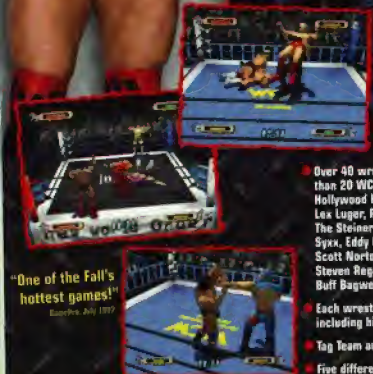
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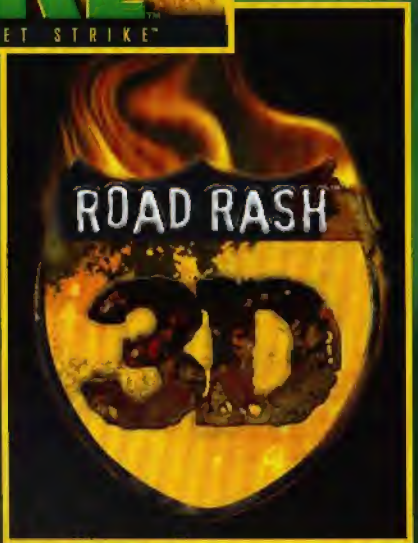
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Limited Warranty

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THQ Inc. warrants to the original consumer purchaser that this Game Pak shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, THQ Inc. will repair or replace the CD, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the THQ Inc. Consumer Service Department of the problem requiring warranty service by calling: (818) 225-5167. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.
3. If the THQ Inc. service technician is unable to solve the problem by phone, he/she will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective Game Pak, and return your Game Pak freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

THQ Inc. Consumer Service Department,
5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

This warranty shall not apply if the Game Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

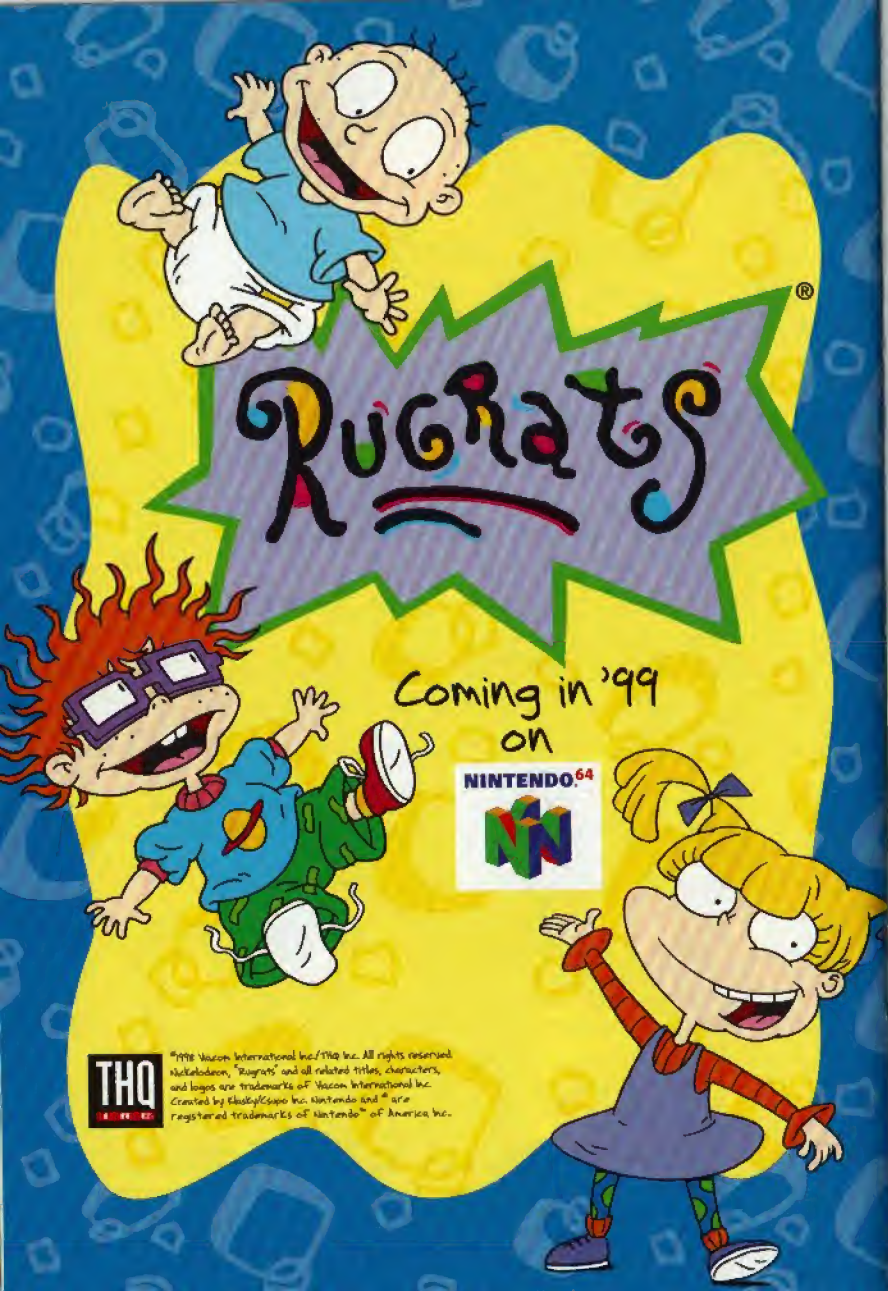
REPAIRS AFTER EXPIRATION OF WARRANTY. If the Game Pak develops a problem after the 90 day warranty period, you may contact the THQ Inc. Consumer Service Department at the phone number noted. If the THQ Inc. service technician is unable to solve the problem by phone, he/she may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective Game Pak. Send the defective Game Pak, along with \$35.00 freight prepaid to THQ Inc. THQ Inc. will, at its option subject to the conditions above, repair the Game Pak or replace it with a new or repaired Game Pak. If replacement Game Paks are not available, the defective Game Pak will be returned and the \$35.00 payment refunded.

WARRANTY LIMITATIONS: ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

THQ Inc., 5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302, (818) 225-5167

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